

NAMELESS CULTS

NAME _____

CONCEPT _____

CULT _____

QUOTE _____

TRAITS

FOR 1 2 3 4 5 6 7 8 9 10 11 12 _____

REF 1 2 3 4 5 6 7 8 9 10 11 12 _____

WIL 1 2 3 4 5 6 7 8 9 10 11 12 _____

INT 1 2 3 4 5 6 7 8 9 10 11 12 _____

DRAMA

DRAMA POINTS



SKILLS

	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>

COMBAT

DEFENSE OFF GUARD.

ATTACK OR WEAPON _____

INITIATIVE

DAMAGE MELEE RANGE

DAMAGE _____

HEALTH

STAMINA

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

FALLOUT _____

ENDURANCE

INJURED

INCAPACITATED

DYING

ARCANE SKILLS

	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>
	_____	<input type="checkbox"/>

SANITY

MENTAL STABILITY

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

MENTAL DISORDERS _____

COMPOSURE

UPSET

DISTURBED

DERANGED

MILESTONES

DEGENERATION

1 2 3 4 5 6 7 8 9 10

CURRENT STATUS _____

COMPLICATION _____

NAMELESS CULTS

CULT NAME

CONCEPT

DRIVE

ATTRIBUTES

Resources

<input type="checkbox"/>	1	2	3	4	5	6	7	8	9	10	11	12
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Influence

<input type="checkbox"/>	1	2	3	4	5	6	7	8	9	10	11	12
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Lore

<input type="checkbox"/>	1	2	3	4	5	6	7	8	9	10	11	12
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Size

<input type="checkbox"/>	1	2	3	4	5	6	7	8	9	10	11	12
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MILESTONES

NOTABLE MEMBERS

ALLIES

ENEMIES

NOTES
